

HOLD'EM

Hold'em is a poker game played with a standard 52 card deck where each player receives two cards as their initial hand, **dealt face down, in turn. These cards are each player's hole or personal cards.** There is a round of betting after these cards have been dealt. Three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best hand. A player may use all of the board cards, which is referred to as "playing the board". **The best high five-card poker hand wins the pot and in the event of a tie the pot is split equally.**

Hold'em uses a flat disc called a Dealer Button to indicate the player who, in theory, deals the cards for that hand. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at her/his cards. Blinds count as part of the player's bet unless the structure for a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

Players post blinds in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. On all subsequent betting rounds, the first active player starts the action clockwise from the Button.

HOLD'EM HI-LOW "8 or Better"

In high-low games there is an "8 or Better" qualifier. **The best possible low hand is Ace, 2, 3, 4, 5. The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.** If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand.

RULES

CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, although it is the players responsibility to protect their hand at all times. The player

instigating the action, either by betting or checking, must turn her/his hand over first upon completion of all action.

Although verbal declaration with regard to the content of a player's hand is not binding, a player miscalling a hand with intent to cause another player to discard her/his hand may, at the discretion of management, risk forfeiting the pot and/or be expelled from the game.

Buy-in for Hold'em games is generally 10 times the minimum bet.

Check and raise is permitted.

A bet and three raises are allowed.

There is no limit on raises with only two players having bet during a betting round.

String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce her/his intention to bet or raise.

A player who puts a single chip into the pot that is larger than the bet to her/him is assumed to have called the bet unless she/he announces 'raise'.

At the showdown, the winning hand must show both cards face up on the table. One card up and the other card face down is not a valid hand. All losing hands should be killed and the winning hand should remain face up on the table until the pot has been awarded.

A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards have been dealt.

If a player's card is exposed due to a dealer error, she/he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game she/he is playing in calls for and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then that player forfeits all monies, antes and blinds.

If the flop has too many cards, it will be taken back and reshuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.

If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn cards or discards. The dealer will then deal the fifth card without burning a card.

If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as the previous rule.

Playing the Board: A player may play the board by throwing their hand away only if: (1) the hand has been checked around, or (2) there has been a bet and a call and the best hand is on the board. A verbal declaration is not necessary.

A new player may not play a hand in between the blinds. The Button must pass before entering the game.

New players entering a Hold'em game have several options: (1) wait for the big blind, (2) wait until the Button passes and then post the big blind or (3) post the big blind and be dealt in immediately. If a player chooses the second or third option, the blind bet acts as her/his opening bet and she/he may either call or make the prescribed raise in turn.

If a player leaves the table for any reason and blinds pass her/his position, she/he may resume play by posting the total amount of the blinds and be dealt in immediately or wait for the big blind. If she/he chooses to post the total amount of the blinds, only the big blind is live. All other monies are put into the center of the pot.

The Dealer Button always moves forward and the blinds are adjusted accordingly.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$1 to \$4 game, on the last card the first player bets \$4. The next player goes all-in for \$6. The next player may call the initial bet of \$4 and \$2 action (a total of \$6) or may raise the initial bet of \$4 to \$8.

OMAHA

Omaha is a poker game played with a standard 52 card deck where each player receives four cards as their initial hand, **dealt face down, in turn. These cards are each player's hole or personal cards.** There is a round of betting after these cards have been dealt. Three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player must use a combination of two cards in her/his hand and three cards from the board to determine her/his best hand. **The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.**

Omaha uses a flat disc called a Dealer Button to indicate the player who, in theory, deals the cards for that hand. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at her/his cards. Blinds count as part of the player's bet unless the structure for a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

Players post blinds in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. On all subsequent betting rounds, the first active player starts the action clockwise from the Button.

OMAHA HI-LOW "8 or Better"

In high-low games there is an "8 or Better" qualifier. **The best possible low hand is Ace, 2, 3, 4, 5. The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.** If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

A player may use one combination of cards to make a high hand and the same or any other combination to make a low hand so long as two cards from the player's hand are used.

RULES

CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, although it is the players responsibility to protect their hand at all times. The player

instigating the action, either by betting or checking, must turn her/his hand over first upon completion of all action.

Although verbal declaration with regard to the content of a player's hand is not binding, a player miscalling a hand with intent to cause another player to discard her/his hand may, at the discretion of management, risk forfeiting the pot and/or be expelled from the game.

Buy-in for Omaha games is generally 10 times the minimum bet.

Check and raise is permitted.

A bet and three raises are allowed.

There is no limit on raises with only two players having bet during a betting round.

String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce her/his intention to bet or raise.

A player who puts a single chip into the pot that is larger than the bet to her/him is assumed to have called the bet unless she/he announces 'raise'.

At the showdown, the winning hand must show both cards face up on the table. One card up and the other card face down is not a valid hand. All losing hands should be killed and the winning hand should remain face up on the table until the pot has been awarded.

A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards have been dealt.

If a player's card is exposed due to a dealer error, she/he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game she/he is playing in calls for and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then that player forfeits all monies, antes and blinds.

If the flop has too many cards, it will be taken back and reshuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.

If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn cards or discards. The dealer will then deal the fifth card without burning a card.

If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as the previous rule.

A new player may not play a hand in between the blinds. The Button must pass before entering the game.

New players entering a Omaha game have several options: (1) wait for the big blind, (2) wait until the Button passes and then post the big blind or (3) post the big blind and be dealt in immediately. If a player chooses the second or third option, the blind bet acts as her/his opening bet and she/he may either call or make the prescribed raise in turn.

If a player leaves the table for any reason and blinds pass her/his position, she/he may resume play by posting the total amount of the blinds and be dealt in immediately or wait for the big blind. If she/he chooses to post the total amount of the blinds, only the big blind is live. All other monies are put into the center of the pot.

The Dealer Button always moves forward and the blinds are adjusted accordingly.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$1 to \$4 game, on the last card the first player bets \$4. The next player goes all-in for \$6. The next player may call the initial bet of \$4 and \$2 action (a total of \$6) or may raise the initial bet of \$4 to \$8.

DRAW POKER HI-LO

Draw Poker Hi-Lo is a poker game played with a standard 52 card deck. Two Jokers are added for Aces, Straights and Flushes.

Each player receives a total of five cards, **dealt face down, in turn**. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw 0-5 cards. There would be one more final betting round. **The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.**

A flat disc called a Dealer Button is used to indicate the player who, in theory, deals the cards for that hand. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at their cards. Blinds count as part of the player's bet unless the structure for a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

Players post blinds in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. On the second and final betting round, the first active player starts the action clockwise from the Button.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best high or low poker hand. There is an "8 or Better" qualifier for a low poker hand. **The best possible low hand is Ace, 2, 3, 4, 5.** If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

If one player makes the best high and low hand using their five cards, then they would be awarded the entire pot. If not, the pot would be split between the best high and low hands.

RULES

CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, although it is the players responsibility to protect their hand at all times. The player instigating the action, either by betting or checking, must turn their hand over first upon completion of all action.

Although verbal declaration with regard to the content of a player's hand is not binding, a player miscalling a hand with intent to cause another player to discard their hand may, at the discretion of management, risk forfeiting the pot and/or be expelled from the game.

Buy-in for Draw Poker Hi-Lo games is generally between \$10-\$30 with available rebuys.

Check and raise is permitted.

A bet and three raises are allowed.

There is no limit on raises with only two players having bet during a betting round.

String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce their intention to bet or raise.

A player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet unless they announce 'raise'.

At the showdown, the winning hand must show all five cards face up on the table. All losing hands should be killed and the winning hand should remain face up on the table until the pot has been awarded.

A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards have been dealt.

If a player's card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card after all action in the first round of betting is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game they are playing in calls for and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then that player forfeits all monies, antes and blinds.

The Dealer Button always moves forward and the blinds are adjusted accordingly.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$1 to \$4 game, on the last card the first player bets \$4. The next player goes all-in for \$6. The next player may call the initial bet of \$4 and \$2 action (a total of \$6) or may raise the initial bet of \$4 to \$8.

Fees

Fees taken:

The little blind of \$1 and the big blind of \$3 posted by the players to the immediate left of the Dealer Button, respectively, will be taken as the house fees before any cards are dealt.

Game betting structure:

Sunday, Tuesday, Wednesday & Friday

\$3, \$6 games

1st round of betting \$3

2nd round of betting \$3

3rd round of betting \$6

4th round of betting \$6

During any round of betting, three raises in the amount of the initial bet are allowed. During a \$3 betting round, \$12 is the maximum bet. During a \$6 betting round, \$24 is the maximum bet. If there are only two active players at the end of any round of betting, then during the next round of betting there is unlimited number of raises.

Monday, Thursday & Saturday

\$3, \$6, \$12 game

1st round of betting \$3

2nd round of betting \$3

3rd round of betting \$6

4th round of betting \$12

During any round of betting, three raises in the amount of the initial bet are allowed. During a \$3 betting round, \$12 is the maximum bet. During a \$6 betting round, \$24 is the maximum bet. During a \$12 betting round, \$48 is the maximum bet. If there are only two active players at the end of any round of betting, then during the next round of betting there is unlimited number of raises.